

How to Repack XAP & Appx/Bundle Applications



Requirements

- A PC running Windows Operating System (Minimum: W7 SP1)

Windows 10 Mobile (Lumia) Group :- <https://t.me/Windows10Phone>





W10M Group YouTube Channel



Apart from these documented Guides, we have started the roll up of Video Versions of each guide in our YouTube Channel.

Don't forget to **like** and **subscribe** !

How to Extract & Repack Applications from W10M Devices



You can follow this video guide if you prefer video guidance over this documented guidance.



The top half of the slide features the same Windows 10 Mobile Community Group promotional image as the first slide, showing a Microsoft Lumia phone and a white smartphone.

How to Extract & Repack APPLICATIONS from W10M Devices



A graphic of a Nokia smartphone with a yellow outline. On its screen, there is a small illustration of a cardboard box and a blue floppy disk.



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Introduction

Rewriting will be needed mainly ;

- Customizing Applications
- During Application Backing up

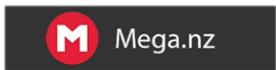
Rewriting means packing the Application files into an installable package according to its design framework like Silverlight & UWP.

Preparations

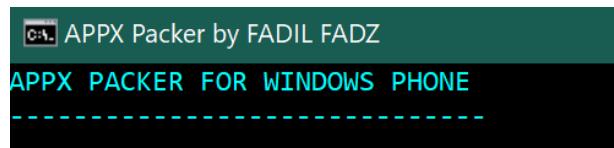
> Download Appx Packer



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How to Identify XAP & Appx

* You probably know that you can open every Xap, Appx/Bundle file using an Archive manager like 7zip & Winrar.

If it's a Xap Application

Go to the Application files that you need to Repack into Xap Or Appx/Bundle.

Look for the file “**WMAAppManifest.xml**” file

 WMAAppManifest.xml	10/11/2021 4:00 PM	NotepadX	20 KB
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If this file is among the Application files, then it's a XAP application.

If it's an Appx/Bundle Application

Appx/Bundle Applications **DON'T** have that file, instead they have the “**AppxManifest.xml**” file

 AppxManifest.xml	10/11/2021 4:00 PM	NotepadX	21 KB
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Appx/Bundle Application will not contain “**WMAAppManifest.xml**” file

NOTICE

Even though Appx/Bundle applications **DON'T** contain the “**WMAAppManifest.xml**”, XAP Applications **CAN** contain both “**AppxManifest.xml**” & “**WMAAppManifest.xml**” file.

So always look for the “**WMAAppManifest.xml**”, don't decide by the “**AppxManifest.xml**” file



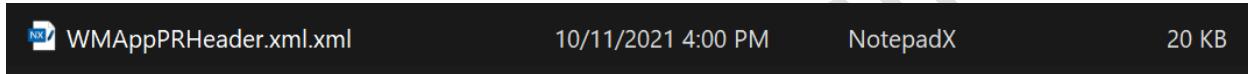
How to Repack Apps

Now that you have recognized what type of Package you have, head into Repacking it;

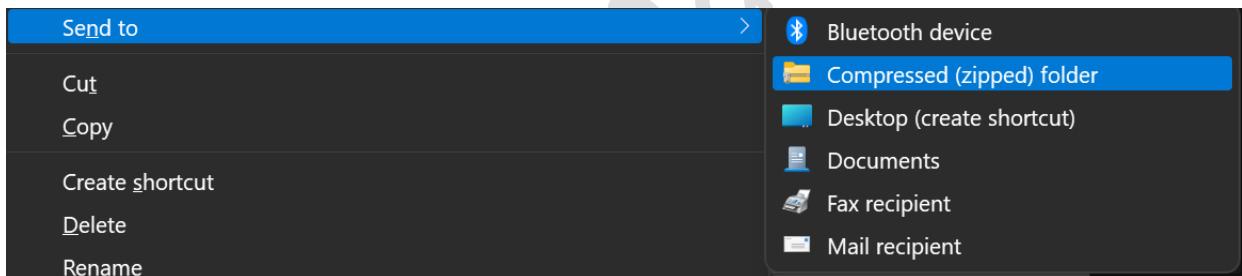
1. How to Repack XAP
2. How to Repack Appx/bundle

1. How to Repack XAP

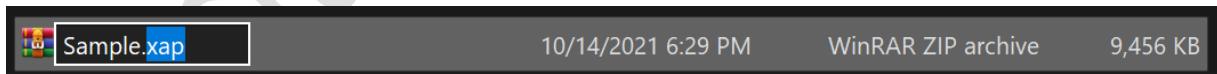
> Find the “WMAppPRHeader.xml” & Delete that file



> Now select all the files, right click on it & click “Compressed (zipped) folder”.



> Name the zip to any name you want and change the extension from “.zip” to “.xap”



> That's it, you have created a deployable Xap.

Install with PC or Install without PC using Group Guides.

Guides for reference

How to Install XAP (With-PC) :-



How to Install XAP (Without-PC) :-

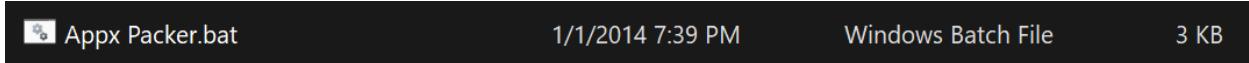


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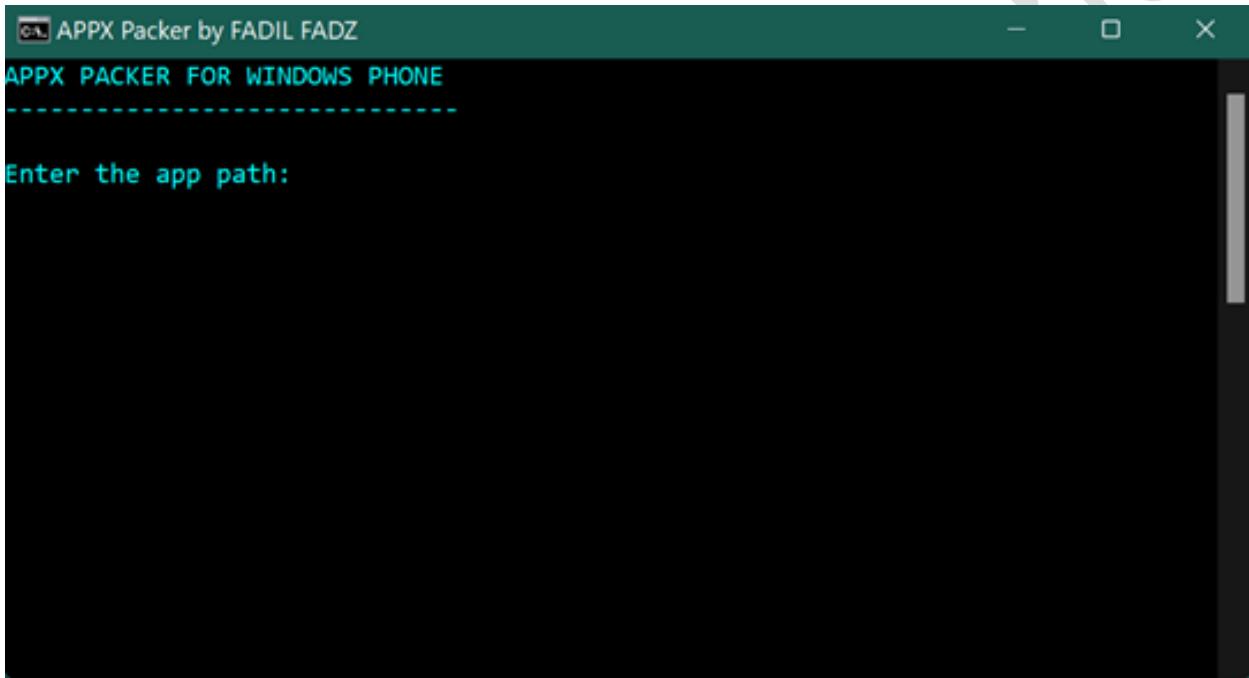


2. How to Repack Appx/bundle

> Go to where you extracted “Appx Packer V2.5.zip” & run the “**Appx Packer.bat**”.



> Then it will open the batch script which does the repacking of Appx



1. First, it will state “**Enter the App Path:**”

Enter the app path:

Enter the path to the folder which contains the application files that needed to be repacked into Appx/Bundle.

2. Then, it will ask you to enter the Output path

Enter the output path:

Enter the path to a folder where you like to have the repacked Appx/Bundle package

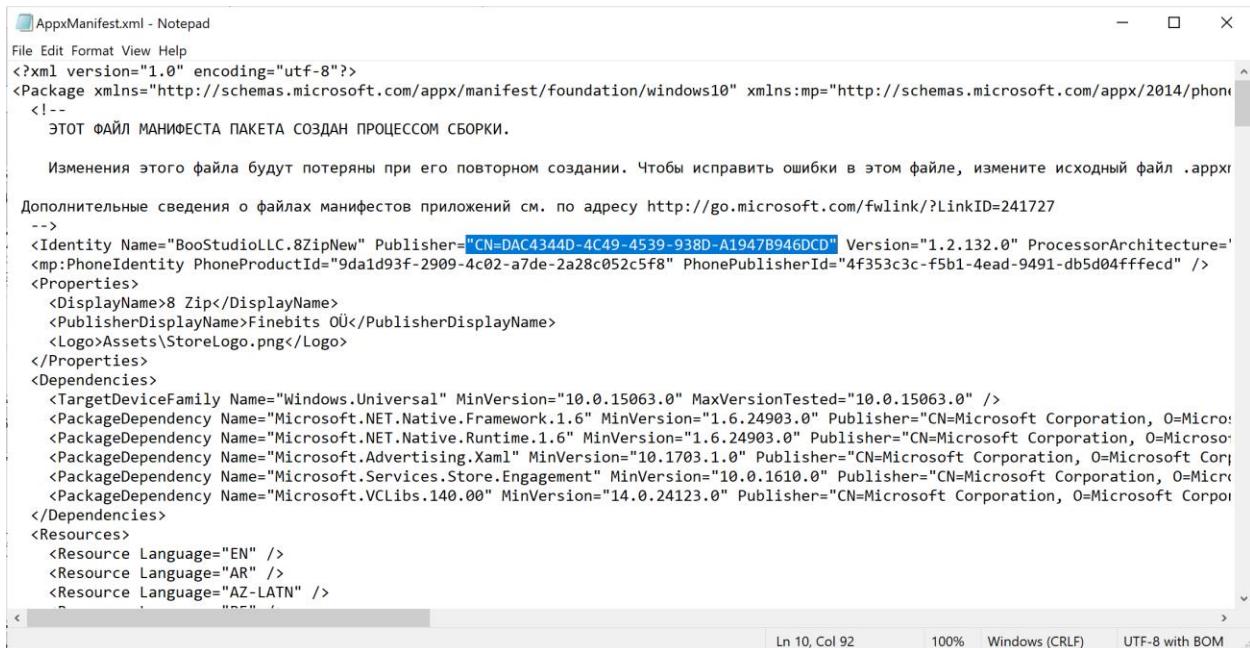


3. Lastly, it will ask to enter the “Publisher” (Publisher ID)

Enter the app publisher:

For that, you need to go back to the folder where the Application data are, open “AppxManifest.xml” file.

Look for the “Publisher” in the Manifest and **copy the whole ID including Quotes**



```

AppxManifest.xml - Notepad
File Edit Format View Help
<?xml version="1.0" encoding="utf-8"?>
<Package xmlns="http://schemas.microsoft.com/appx/manifest/foundation/windows10" xmlns:mp="http://schemas.microsoft.com/appx/2014/phone"
<!--
ЭТОТ ФАЙЛ МАНИФЕСТА ПАКЕТА СОЗДАН ПРОЦЕССОМ СБОРКИ.

Изменения этого файла будут потеряны при его повторном создании. Чтобы исправить ошибки в этом файле, измените исходный файл .appx
Дополнительные сведения о файлах манифестов приложений см. по адресу http://go.microsoft.com/fwlink/?LinkId=241727
-->
<Identity Name="BooStudioLLC.8ZipNew" Publisher="CN=DAC4344D-4C49-4539-938D-A1947B946DCD" Version="1.2.132.0" ProcessorArchitecture='amd64'
<mp:PhoneIdentity PhoneProductId="9da1d93f-2909-4c02-a7de-2a28c052c5f8" PhonePublisherId="4f353c3c-f5b1-4ead-9491-db5d04fffece" />
<Properties>
  <DisplayName>8 Zip</DisplayName>
  <PublisherDisplayName>Finebits OÜ</PublisherDisplayName>
  <Logo>Assets\StoreLogo.png</Logo>
</Properties>
<Dependencies>
  <TargetDeviceFamily Name="Windows.Universal" MinVersion="10.0.15063.0" MaxVersionTested="10.0.15063.0" />
  <PackageDependency Name="Microsoft.NET.Native.Framework.1.6" MinVersion="1.6.24903.0" Publisher="CN=Microsoft Corporation, O=Microsoft, L=Windows Dev Group, S=Redmond, C=US" />
  <PackageDependency Name="Microsoft.NET.Native.Runtime.1.6" MinVersion="1.6.24903.0" Publisher="CN=Microsoft Corporation, O=Microsoft, L=Windows Dev Group, S=Redmond, C=US" />
  <PackageDependency Name="Microsoft.Advertising.Xaml" MinVersion="10.1703.1.0" Publisher="CN=Microsoft Corporation, O=Microsoft, L=Windows Dev Group, S=Redmond, C=US" />
  <PackageDependency Name="Microsoft.Services.Store.Engagement" MinVersion="10.0.1610.0" Publisher="CN=Microsoft Corporation, O=Microsoft, L=Windows Dev Group, S=Redmond, C=US" />
  <PackageDependency Name="Microsoft.VCLibs.140.00" MinVersion="14.0.24123.0" Publisher="CN=Microsoft Corporation, O=Microsoft, L=Windows Dev Group, S=Redmond, C=US" />
</Dependencies>
<Resources>
  <Resource Language="EN" />
  <Resource Language="AR" />
  <Resource Language="AZ-LATN" />
</Resources>

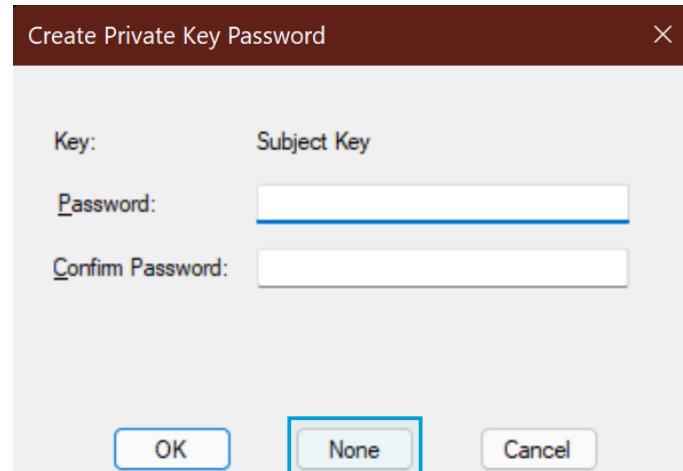
```

Example Publisher ID in a AppManifest file

Then paste it to the Appx Packer and press enter.

It will now start repacking, during the last phase of the process, it will prompt you to assign a security key for the package.

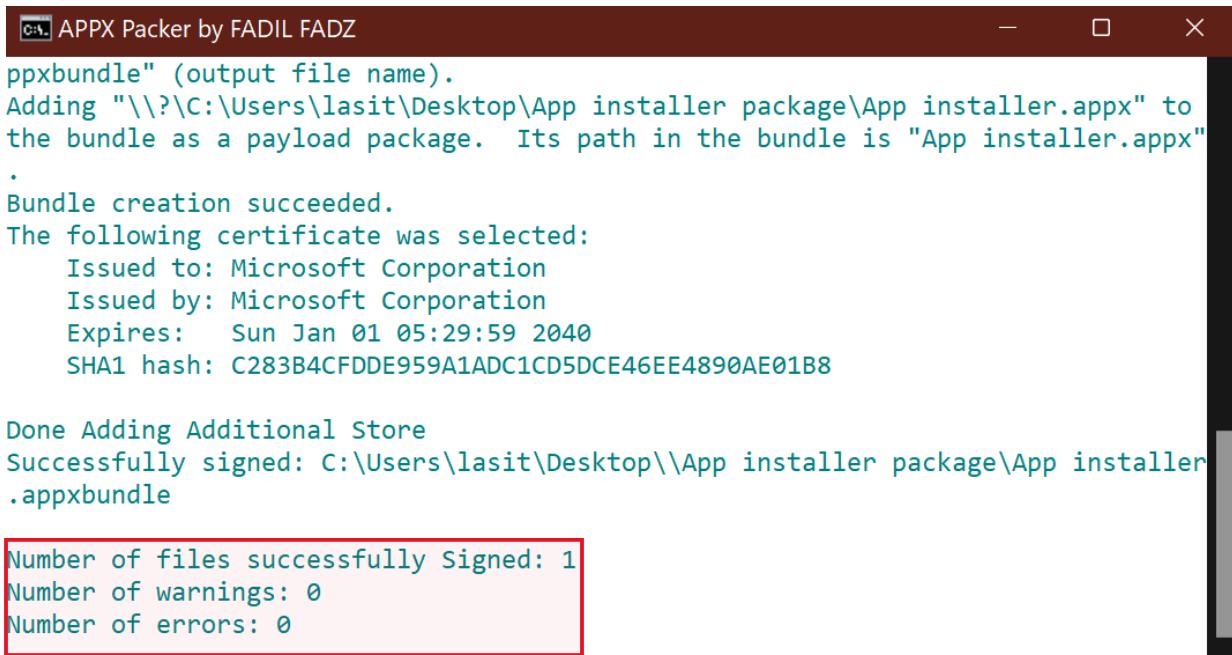
Click “None” for it.



> When finished the command windows will turn to White and the text to Blue.

Make sure the Highlighted Lines are also in your packer in the end.

Otherwise, repacking is not completed successfully



```

APPX Packer by FADIL FADZ
ppxbundle" (output file name).
Adding "\?\C:\Users\lasit\Desktop\App installer package\App installer.appx" to
the bundle as a payload package. Its path in the bundle is "App installer.appx"
.
Bundle creation succeeded.
The following certificate was selected:
  Issued to: Microsoft Corporation
  Issued by: Microsoft Corporation
  Expires: Sun Jan 01 05:29:59 2040
  SHA1 hash: C283B4CFDDE959A1ADC1CD5DCE46EE4890AE01B8

Done Adding Additional Store
Successfully signed: C:\Users\lasit\Desktop\\App installer package\App installer
.appxbundle

Number of files successfully Signed: 1
Number of warnings: 0
Number of errors: 0

```

Notes

- The Re-Packed packages can be found in the Output folder you gave to the packer when asked in the second step.
- In the Output folder, you will see many files.
But you only need “Appx” & “Security Certificate” file (Certificate file also not needed if your device is Interop Unlocked)

APPX File
APPXBUNDLE File
Security Certificate
Personal Informati...
PVK File

- The AppxBundle file cannot be installed from Phone, you can deploy it from PC using WP8.1 Application Deployment tool in WP8.1 SDK.
- If the app you repacked is a WP8.1 Appx file, deploy the AppxBundle file from PC like stated above.

Guides for reference

How to Install Appx/Bundle Files to W10M Devices :



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Credits

- ✓ Fadil Fadz for Appx Packer

Thank You for Reading !



Lasitha Samarasinghe

